AIR·SEA BATTLE™ GAME PROGRAM™ INSTRUCTIONS

Model CX-2602

ATARI®
A Warner Communications Company
ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086
C011402-02

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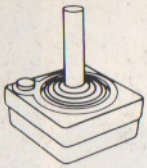
AIR·SEA BATTLE™



Use the Joystick Controllers with this Game Program. Hold your Controller with the red button to your upper left towards your television screen.

	ANTI-AIRCRAFT™						TORPEDO™						SHOOTING GALLERY			POLARIS			BOMBER			POLARIS vs BOMBER					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Number of Players	2	2	1	2	2	1	2	2	1	2	2	1	2	2	1	2	2	1	2	2	1	2	2	1	2	2	1
Guided Missile		■			■			■			■			■			■			■			■			■	
Computer Games			■			■			■			■			■			■			■			■			■
With Obstacles				■	■	■				■	■	■													■	■	■

ANTI-AIRCRAFT™

Games 1 thru 6:

- Push Joystick forward and back . . . changes angle of gun on screen
- Press "red" button to fire

TORPEDO™

Games 7 thru 12:

- Push joystick left or right to move submarine
- Press "red" button to fire

SHOOTING GALLERY

Games 13 thru 15:

- Push joystick forward and back . . . changes angle of gun on screen
- Push joystick left or right to move your gun across the screen
- Press "red" button to fire

POLARIS and BOMBER

Games 16 thru 27:

- Push joystick forward or back to control speed of travel
- Press "red" button to fire

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AIR·SEA BATTLE T.M.

NOTE: Use your Joystick Controllers with this Game Program. Be sure the Controllers are firmly connected to your Console unit. If, after inserting this Game Program into your Video Computer System and turning it on, no playfield appears on your television screen, turn the Console unit OFF, wait ten seconds, and then turn it ON again.

CONTROLLER ACTION

Controller action varies depending on the game being played. Details for Joystick Controller action can be found under each game heading. In all cases, hold the controller with the red button to your upper left towards the television screen.

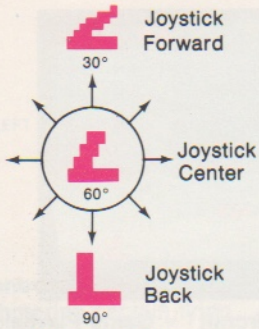
SCORING

All games end after 2 minutes, 16 seconds of play, or when either player scores 99 points. During the last 16 seconds, the score will flash to show that the game is nearing the end. Point scoring for each game is noted in that game's instruction.

DIFFICULTY

The Difficulty switches on your Atari Video Computer System console control the size of the missile. In Position "A" the missile is one-fourth the size of position "B".

ANTI-AIRCRAFT T.M. GAMES



Gun Position

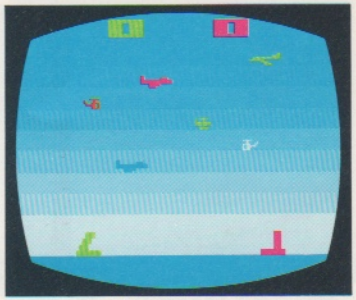


Fig. A — Anti-Aircraft T.M. Game Playfield

Your Joystick Controller changes the angle of your "Anti-Aircraft Gun" and also the angle of missile flight in Guided Missile Games. Forward = 30 degrees; center or rest = 60 degrees; back = 90 degrees (straight up).

In the Anti-Aircraft games, from one to six flying objects will move together across the playfield in a set. All objects in the set must be hit before a new set will appear. Each object scores one point.

GAME 1

This is the Anti-Aircraft game described above. Your missile travels at the same angle your "Anti-Aircraft gun" was in at the time you fired.

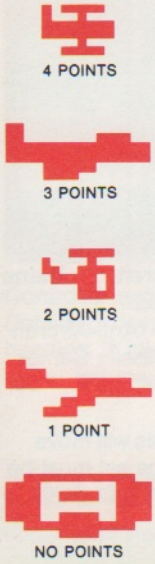
GAME 2

In this game, you and your opponent have "guided" missiles. After firing, you control the angle of flight of your missile by moving your Joystick Controller from front to back.

GAME 3

The left "gun" is fired continuously by the computer. Using the right Joystick Controller, try to out score the computer.

ANTI-AIRCRAFT T.M. GAMES



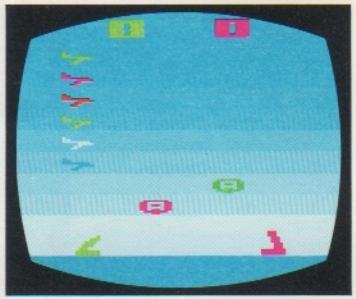


Fig. B — Anti-Aircraft T.M. Game Playfield

This set of Anti-Aircraft games adds a challenge to your markmanship. There are various flying objects on the playfield travelling at different speeds and directions. Each object has a different score value: Small Jet = 4 points; Large Jet = 3 points; Helicopter = 2 points; 747 = 1 point. The "Observation Blimps" flying randomly across the bottom of the playfield score no points, and act as an obstruction to your line of fire.

GAME 4

In this game, your missile travels at the same angle your "gun" was in at the time you fired.

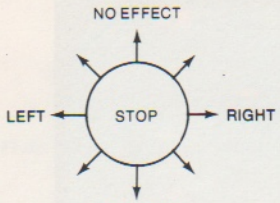
GAME 5

Using "guided" missiles try to outscore your opponent. After firing, you control the angle of flight of your missile by moving your Joystick Controller from front to back.

GAME 6

Here's another chance to beat the computer. The right Joystick Controller is your "gun", while the computer fires the left "gun" continuously.

TORPEDO T.M. GAMES



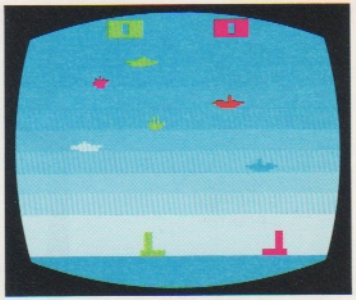


Fig. C — Torpedo T.M. Game Playfield

Controller Action You are a submarine captain firing torpedoes at ships moving above you. By pushing your Joystick Controller to the left, you move your submarine to the left. Moving it to the right moves your submarine to the right.

You control half the playfield, your opponent controls the other half. From one to six ships move across the playfield in a set. When one set disappears from the playfield, a new set appears. Each ship scores one point.

GAME 7

After firing, your torpedo travels straight up from where it was fired.

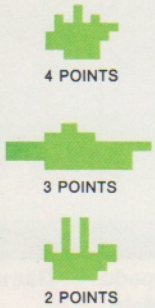
GAME 8

In this game, you can "guide" your torpedo after firing. By pushing your Joystick Controller to the left, you guide your torpedo to the left. Moving the Joystick to the right guides the torpedo to the right.

GAME 9

With non-guided torpedoes try to sink more ships than the computer. You control the right submarine, the computer will fire continuously from the left.

TORPEDO T.M. GAMES



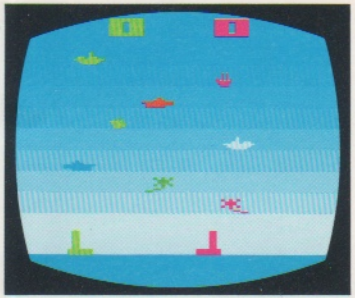


Fig. D — Torpedo T.M. Game Playfield

In this group of Torpedo games, mines travel randomly across the bottom of the playfield, and act as obstructions to your line of fire. The ships move at different speeds and directions. Each ship has a different point value: PT Boat = 4 points; Aircraft Carrier = 3 points; Pirate Ship = 2 points; Freighter = 1 point. Hitting the mines will score no points.

GAME 10

As in Game 7, your torpedo travels straight up from where it was fired.

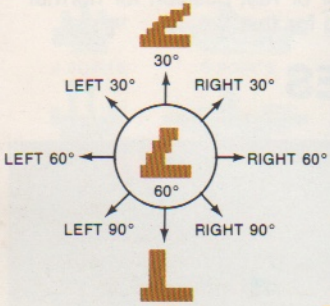
GAME 11

In this game, you can "guide" your torpedo after firing. By pushing your Joystick Controller to the left, you guide your torpedo to the left. Moving the Joystick to the right guides the torpedo to the right.

GAME 12

You control the right submarine with the right Joystick Controller and, with non-guided torpedoes, try to beat the computer-controlled left submarine.

SHOOTING GALLERY GAMES



Gun Position

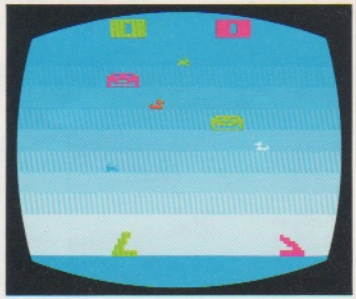


Fig. E — Shooting Gallery Playfield

Your Joystick Controller changes the angle of fire: forward = 30 degrees; center or rest = 60 degrees; back = 90 degrees (straight up). In addition you can move your "gun" across your half of the playfield by moving your Joystick Controller left or right.

The targets will change direction at any time and all targets in a "set" must be hit before new targets are displayed. Each target has a different point score: rabbit = 3 points; duck = 2 points; clown = 1 point.

GAME 13

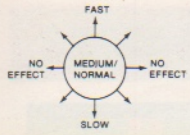
This is the Shooting Gallery Game described above. After firing, your Joystick Controller has no effect on the line of fire.

GAME 14

After firing, guide your "projectile" into the targets by moving your Joystick Controller forward or backwards (see diagram above). Moving the Joystick right or left has no effect on the "projectile" once it is fired.

GAME 15

You control the right "gun" and try to beat the computer controlled left "gun" which fires continuously.



In the following games (Polaris, Bomber, Polaris vs. Bomber), you control the speed of travel by moving your Joystick Controller back for slow, center or rest position for normal speed, forward for fast.

POLARIS GAMES

You captain a ship traveling across the bottom of the playfield. The bottom most ship is the right player. The ships will change direction occasionally.

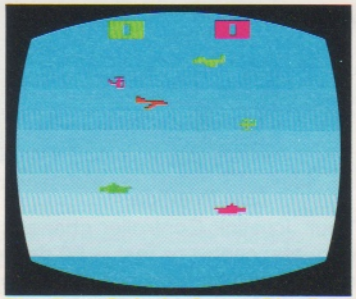


Fig. F — Polaris Game Playfield

Front one to four planes fly over in a "set". All planes in a set must be hit before new planes are displayed. Each plane has a different point value: Small Jet = 4 points; Large Jet = 3 points; Helicopter = 2 points; 747 = 1 point.

GAME 16

This is the Polaris game described above. Your missile travels at the same speed as your ship when the missile was fired. After firing, your ship speed cannot change while the missile is in flight.

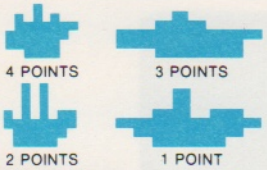
GAME 17

In this game, when you change the speed of your ship, you also change the speed of your missile while it is in flight. So, you can guide your missile into the planes.

GAME 18

Using the right Joystick Controller, you control the bottom ship. With non-guided missiles, try to beat the computer-controlled top ship. The computer ship will move at a steady speed and fire its missiles continuously.

BOMBER GAMES



You are the pilot of a plane flying across the top of the playfield. The right player controls the bottom-most plane. Planes will occasionally change direction from right to left.

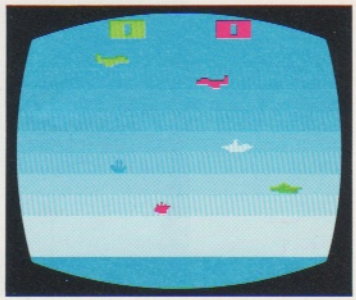


Fig.G — Bomber Game Playfield

From one to four ships will pass under the planes. As a ship is hit, a new ship will replace it from the edge of the playfield. Ships travel at various speeds and each a different point value: PT Boat = 4 points; Aircraft Carrier = 3 points; Pirate Ship = 2 points; Freighter = 1 point.

GAME 19

As your bomber drops the bomb, it will move across the playfield at the same speed as your plane at the time it was dropped. After firing, your plane cannot change speed while the bomb is dropping.

GAME 20

Changing the speed of your plane after dropping a bomb will change the speed the bomb travels across the playfield as it drops. This allows you to guide your bomb into the passing ships.

GAME 21

Using non-guided bombs try to hit more ships than the computer. The computer plane is on top and flies at a constant speed across the playfield, dropping bombs continuously. You control the bottom plane with the right Joystick Controller.

POLARIS vs BOMBER GAMES

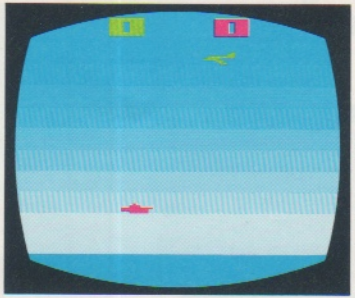


Fig. H — Polaris vs Bomber Game Playfield

The left player flies the plane across the top of the playfield and the right player controls the ship at the bottom of the playfield. The plane drops bombs on the ship while the ship shoots missiles at the plane. One point is scored for each hit. The ship or plane getting hit will disappear from the playfield and reappear at the edge. Both plane and ship will change direction occasionally.

GAME 22

This is the Polaris vs Bomber game described above.

GAME 23

Both the ship and the plane can guide their missiles or bombs. By changing the speed of your ship or plane after firing, your missile or bomb will change speed as it travels across the playfield.

GAME 24

The computer controls the plane and will fly at a constant speed across the playfield, dropping bombs continuously. The right Joystick Controller controls the ship.

POLARIS vs BOMBER GAMES

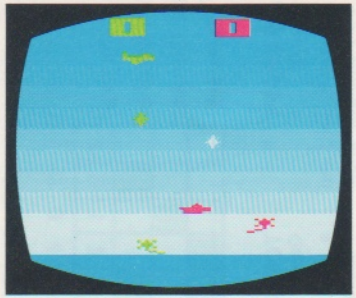


Fig. I — Polaris vs Bomber Playfield (with mines)

Traveling randomly across the middle of the playfield are mines. In order to hit your opponent, you have to get around the mines which act as obstructions to your line of fire. The mines score no points when hit.

GAME 25

This version plays the same as Game 22, except that mines are added to the playfield.

GAME 26

By changing the speed of your ship or plane after firing, your missile or bomb will change speed as it travels across the playfield, allowing you to guide them around the mines and into your opponent.

GAME 27

Once again, the computer controls the plane, and with the right Joystick Controller, you control the ship.